

REMARKS/ARGUMENTS

Claims 7-10 and 22-30 are pending in this application. By this amendment, Applicant amends claims 7, 22, and 30.

The Examiner rejected claims 7-10 and 22-30 under 35 U.S.C. §103(a) as being unpatentable over Aoshima et al. (U.S. 6,241,524) in view of Iwamura et al. (U.S. 6,388,684). Applicant respectfully traverses the rejection of Claims 7-10 and 22-30.

Claim 7 has been amended to recite:

A game device for proceeding a game by placing game objects related to the game in a three-dimensional virtual space and by controlling said objects, comprising:

**first game proceeding means for proceeding the game by controlling first game objects in a first game field in said three-dimensional virtual space;**

**second game proceeding means for proceeding the game by controlling second game objects in a second game field in said three-dimensional virtual space, the second game objects being types of objects that are different from the first game objects;**

**cursor object forming means for forming a cursor object indicating a certain area of one of said first and second game fields as well as an area of the other game field corresponding to the certain area; and**

perspective transformation display means for forming a screen picture on a display by transforming coordinates of each object including said cursor object within view of a viewpoint located in said three-dimensional virtual space; wherein

**the cursor object is a three-dimensional object extending over both of the first game field and the second game field; and**

**a grid is arranged on the first and second game fields, respectively, and the cursor object connects between a first area designated on the grid on the first game field and a second area designated on the grid on the second game field by extending over the first and second areas. (emphasis added)**

Applicant's Claims 22 and 30 recite features and method steps that are similar to the features recited in Applicant's Claim 7, including the above-emphasized features.

The Examiner alleged that Aoshima et al. teaches all of the features and method steps recited in each of independent Claims 7, 22, and 30, except for the feature of the cursor object being a three-dimensional cursor object that extends over both of the first

game field and the second game field in the three-dimensional virtual space, wherein a grid is arranged on the first and second game fields, respectively, and the cursor object connects between a first area designated on the grid on the first game field and a second area designated on the grid on the second game field by extending over the first and second areas.

The Examiner further alleged, "In a similar environment, Iwamura teaches the use of a 3D cursor object used to display computer image target (figs 1a-1c el. 26, 25). Iwamura further teaches the cursor to be a three-dimensional object extending over a first field and a second field (figs 1a-1c el. 26, 25, i.e. the target such as a location on the ground/map, and the field above the map/ground). Wherein a grid is arranged on the first and second fields respectively and the cursor object connects between a first area designated on the grid on the first field and a second area designated on the grid on the second field by extending over the first and second areas." Thus, the Examiner concluded that it would have been obvious "to incorporate Iwamura's teachings of target display wherein the motivation is to provide a three-dimensional target identifying means that displays a target through a viewing window making it easier for the user to aim and shoot." Applicant respectfully disagrees.

Applicant's Claim 7 has been amended to recite the features of "first game proceeding means for proceeding the game by controlling first game objects in a first game field in said three-dimensional virtual space" and "second game proceeding means for proceeding the game by controlling second game objects in a second game field in said three-dimensional virtual space, the second game objects being types of objects that are different from the first game objects." Support for these features is found, for example, on page 19, line 19 to page 20, line 19 and Figs. 5 and 8(a) to 8(d) of the originally filed application.

First, contrary to the Examiner's allegations, at best, Iwamura et al. merely teaches a **two-dimensional** field, and clearly fails to teach or suggest any three-dimensional virtual space. Thus, Iwamura et al. certainly cannot possibly teach or suggest a three-dimensional cursor object as recited in Applicant's Claim 7, and similarly in Applicant's Claims 22 and 30. As shown in Figs. 6-8 of Iwamura, locations

within the maps are defined by only X and Y coordinates, and are clearly not defined by any Z coordinate. Iwamura et al. is directed to a method and apparatus to display a designated target area 22 such that the target area to be enlarged does not overlap the other map area (see cols. 5 and 6 of Iwamura et al.), and has absolutely nothing at all to do with any three-dimensional virtual spaces.

Second, Aoshima et al. and Iwamura fail to teach or suggest anything at all about a grid, and certainly fail to teach or suggest the feature of “a grid is arranged on the first and second game fields, respectively, and the cursor object connects between a first area designated on the grid on the first game field and a second area designated on the grid on the second game field by extending over the first and second areas” as recited in Applicant’s Claim 7, and similarly in Applicant’s Claims 22 and 30.

Fig. 1B of Iwamura et al., which the Examiner alleged teaches the grid recited in Applicant’s Claims 7, 22, and 30, merely shows an enlargement target region 22 and an enlarged image display region 25. Neither the enlargement target region 22 nor the enlarged image display region 25 can be fairly construed as corresponding to a grid of any type, and certainly cannot be fairly construed as corresponding to the feature of “a grid is arranged on the first and second game fields, respectively, and the cursor object connects between a first area designated on the grid on the first game field and a second area designated on the grid on the second game field by extending over the first and second areas” as recited in Applicant’s Claim 7, and similarly in Applicant’s Claims 22 and 30.

Third, contrary to the Examiner’s allegations, Aoshima et al. fails to teach or suggest separate and distinct first and second game fields. Instead, Aoshima et al. merely teaches, in Fig. 3, **a single game field 60** which is surrounded by walls 62. A zero-meter zone 66 extends upward from a first platform 64 in the single game field 60 and second and third platforms 76 and 78 further extend upward from the zero-meter zone 66 in the single game field 60. In addition, future-type tanks 500 and 510 are controlled to move around freely in the single game field 60 according to a player’s control. Only one kind of object is designed to move around in the single game field 60. Thus, Aoshima et al. clearly fails to teach or suggest the features of “first game

proceeding means for proceeding the game by controlling first game objects in a first game field in said three-dimensional virtual space” and “second game proceeding means for proceeding the game by controlling second game objects in a second game field in said three-dimensional virtual space, the second game objects being a type of objects that is different from the first game objects” as recited in Applicant’s Claim 7, and similarly in Applicant’s Claims 22 and 30.

Fourth, the Examiner alleged that the cross hairs shown in Fig. 1 of Aoshima et al. and element 80 shown in Fig. 8 of Aoshima et al. are cursors. However, the cross hairs in Fig. 1 of Aoshima et al. are merely a mark designating one point in a game field and element 80 in Fig. 8 of Aoshima et al. is merely a message window 80 that is transparent and does not interfere with the game image (see col. 9, line 65 to col. 10, line 9 of Aoshima et al.). Thus, neither the cross hairs shown in fig. 1 of Aoshima et al. nor message window 80 shown in Fig. 8 of Aoshima et al. can be fairly construed as a cursor object as recited in Applicant’s Claim 7, and similarly in Applicant’s Claims 22 and 30. Thus, Aoshima et al. certainly fails to teach or suggest the features of “cursor object forming means for forming a cursor object indicating a certain area of one of said first and second game fields as well as an area of the other game field corresponding to the certain area” and “the cursor object is a three-dimensional object extending over both of the first game field and the second game field” as recited in Applicant’s Claim 7, and similarly in Applicant’s Claims 22 and 30.

Accordingly, Applicant respectfully submits that Aoshima et al. and Iwamura et al., applied alone or in combination, fail to teach or suggest the unique combination and arrangement of elements recited in Claims 7, 22, and 30 of the present application.

Accordingly, Applicant respectfully requests reconsideration and withdrawal of the rejection of Claims 7, 22, and 30 under 35 U.S.C. §103(a) as being unpatentable over Aoshima et al. in view of Iwamura et al.

In view of the foregoing amendments and remarks, Applicant respectfully submits that Claims 7, 22, and 30 are allowable. Claims 8-10 and 23-29 depend upon Claims 7 and 22, and are therefore allowable for at least the reasons that Claims 7 and 22 are allowable.

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In view of the foregoing amendments and remarks, Applicant respectfully submits that this application is in condition for allowance. Favorable consideration and prompt allowance are solicited.

The Commissioner is authorized to charge any shortage in fees due in connection with the filing of this paper, including extension of time fees, to Deposit Account No. 50-1353.

Respectfully submitted,

Dated: November 14, 2008

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